

## AMENDMENT OF SPECIFICATION

Please amend the paragraph appearing on page 9, at line 6, as follows:

A1  
Conventional 3D video games are written to be run on conventional hardware and operating systems for display on a 2D monitor, and thus the conventional experience is basically 2D. The 3D game data executes function calls to conventional API drivers for the game that result in a 2D screen image being generated. The conventional game system renders a 3D scene as a centered 2D image as if the user were viewing it with one eye. It is desirable to use existing 3D games for play in VR systems that engage players with a 3D stereo vision display for a more immersive game experience. Since the existing games output 3D game data, the 3D game data can be converted to a 3D display. However, mere connection of a 3D monitor to a standard 3D game like Quake3 (TM), distributed by Activision, Inc., Santa Monica, CA, would not yield a stereo vision image. Doubling a centered image using 3D display hardware also would not yield a stereo image. Only the generation of specific right and left image viewpoints for stereo vision will yield a correct stereo image on a 3D display unit.

Please amend the paragraph appearing on page 18, at line 7, as follows:

A2  
Other features and advantages of the integrated VR game system are described in commonly owned U.S. Patent Application No. 10/011,023, filed on the same date, entitled "Mission Control System for Game Playing Satellites On Network", which is incorporated herein by reference.